

MESOOZOOIC™

FREE ADMISSION

OVERVIEW

This document contains variants and rules that you can use to add variety and new challenges to your *Mesozoic* games.

Only the *Mesozoic* base game is required to play with these rules.



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games

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MESOLOZOIC VARIANT

The Mesolozoic variant allows you to play **Mesozoic** as a solo player. You still build three zoos, and your goal is to score as many total points as possible.

Instead of choosing cards as normal, you assign cards to all three of your zoos simultaneously, then build a different zoo each round.

Mesolozoic follows the normal rules of **Mesozoic**, with the following changes:

SET UP

Take one director card as normal. To create the deck, shuffle together **three sets of basic cards** and the **neutral cards**. You will not use the directors of the other two sets.

Note: Instead of the neutral cards, you may choose or randomly select **eight advanced cards** to include in the deck.

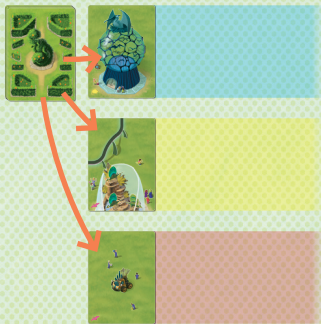
Then deal out 33 cards from the deck and return the remaining cards to the box without looking at them.

PLAYING THE GAME

Before the start of the first round, there is a **plan step** in which you assign cards to each of your three zoos simultaneously.

Plan

Draw the top three cards of the deck and place them faceup in front of you as the start of three separate rows. Each row will contain the cards for one of your zoos.



Starting 3 Rows

Then draw three more cards from the deck and assign **one card of your choice faceup to each row**. Repeat drawing and assigning until each row has 11 cards (and the deck has run out). Collect each row into a separate pile and set the piles aside. Then start the first round.

Choose

Each round, choose one of your piles of cards; you must choose a different pile each round. Resolve the build and score steps as normal using the cards in the chosen pile. Note which pile you use for each round.

End of the Round

To prepare for the next round, set aside your director card. Then set aside the cards from the zoo you just scored in a pile. Do not shuffle any cards together.

Replay Round

After the third round, replay your lowest-scoring round using the same pile as before. Keep your **higher score** with that pile.

GAME END

After you have finished replaying a round, the game ends. To determine your total, add up your scores with each pile (do not drop your lowest score).

Then compare your score to the following chart to see what visitors thought of your zoos:

0-29	Boring
30-44	Fine
45-59	Amusing
60-74	Exciting
75-89	Thrilling
90+	Amazing



MESOZOIC VARIANT

This variant is for two players only and provides a new method for players to choose the cards for their zoos. Players take turns choosing cards from a grid, and each choice affects their opponent's available options.

Set up the game for two players, using neutral or advanced cards. Play the game normally, replacing the rules for the choose step with the following:

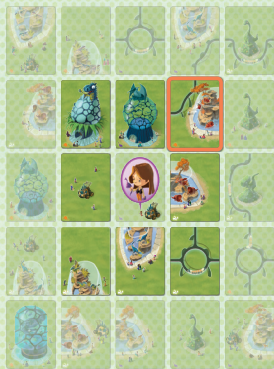
CHOOSE

Deal 24 cards from the deck in a faceup 5x5 grid, leaving an empty space in the middle of the grid. Set aside the remaining cards facedown (10 cards if playing with neutral cards, three cards if playing with advanced cards).



5x5 grid

Randomly determine the first player. That player places their director card in the empty space of the grid. Then they choose any card next to the director (including diagonally) to keep.

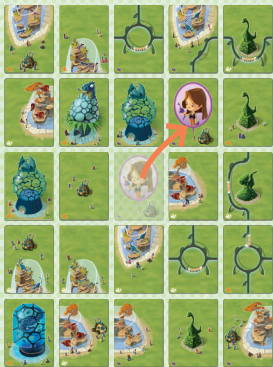


There are 8 cards next to the director for the first player to choose from. They choose the card in the top-right.

Keep your chosen cards facedown; you can look at them at any time.



After choosing a card, move the director into the chosen card's space.



Move the director card.

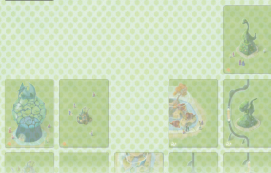
Then the other player chooses any card next to the director's new position to keep, and moves the director into that card's space (**they do not place their own director in the grid**).



There are now 7 cards to choose from.

Alternate choosing cards this way until each player has chosen 12 cards (and the grid is empty).

If there is only one card next to the director, you must choose that card.



One possible choice.

If there are no cards next to the director, you can choose any card in the grid; move the director to that card's space as normal.



Choose any card.

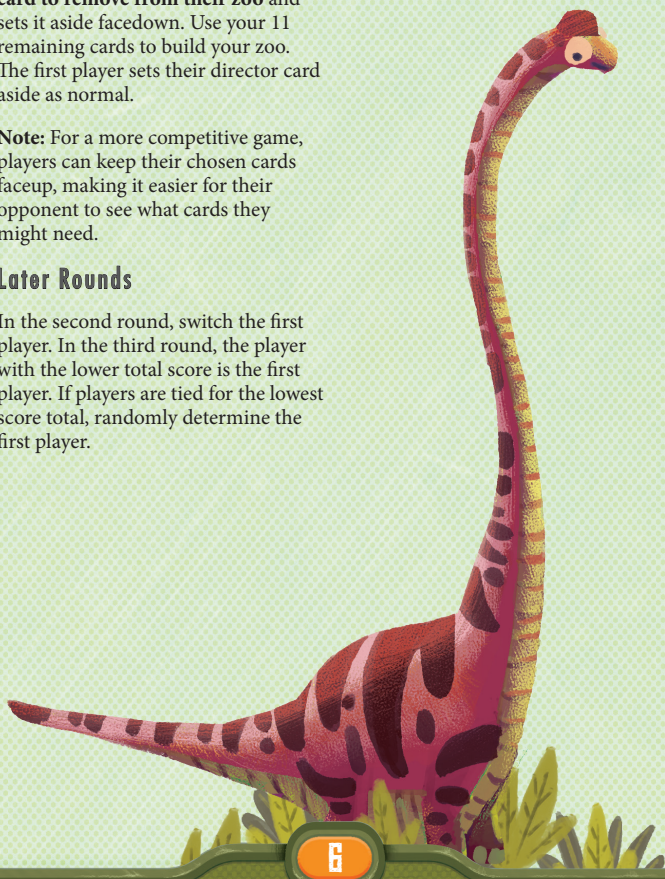
As the director moves around the grid, some cards may become unreachable until the director is isolated.

After both players have chosen 12 cards, **each player chooses one card to remove from their zoo** and sets it aside facedown. Use your 11 remaining cards to build your zoo. The first player sets their director card aside as normal.

Note: For a more competitive game, players can keep their chosen cards faceup, making it easier for their opponent to see what cards they might need.

Later Rounds

In the second round, switch the first player. In the third round, the player with the lower total score is the first player. If players are tied for the lowest score total, randomly determine the first player.



MESSYZOOIC VARIANT

This variant provides a frantic new method for players to choose the cards for their zoos. All the available cards are spread in a loose facedown pile, and players have 45 seconds to choose their 11 cards.

Set up the game using neutral or advanced cards. Play the game normally, replacing the rules for the choose step with the following:

CHOOSE

Spread the cards of the deck in a loose facedown pile in the middle of the table, within reach of all players.



When all players are ready, one player counts down aloud: “3...2...1...GO!” Then flip the sand timer, and all players start taking cards.

You can take any card from the pile and look at it. Then either keep the card, placing it **faceup** in front of you, or return the card to the pile **faceup**.

You can take cards as quickly as possible and as many times as you like within the time limit, but you must follow these rules:

- » You can take **only one card at a time**.
- » You can take a card that is **faceup or facedown**.
- » After you decide to keep a card, you cannot return it to the pile.
- » When you have **kept 11 cards**, you cannot take and look at any more.

When the sand timer runs out, you must immediately stop taking cards. If you are holding a card when the timer runs out, you can choose whether to keep it or return it.

Then, gather the remaining cards in the middle of the table and shuffle them to create a facedown deck. If any players have fewer than 11 cards, deal cards from the top of the deck until all players have 11 cards.

Use your 11 cards to build your zoo as normal.

MICROMANAGEMENT

Your dino zoos have been looking messy, so it's time for your director to get more hands-on. These rules add a dexterity element to *Mesozoic* for players that want an extra challenge.

To add micromanagement to a game of Mesozoic, play the game normally with the following changes:

BUILD

Before the sand timer is flipped, place your director card on the back of your hand. You must use that hand to slide your cards.



You can slide cards only while your director is on the back of your hand.

If the director card falls off, you can use your other hand to put the card back, but you cannot slide until the card has been replaced.

During the score step, you will place your director in your zoo as normal.

